SHADOWS OF BRIMSTONE™
◆ THE LOST ARMY ◆
MISSION PACK BOOK

Shadows of Brimstone

The Lost Army Mission Pack

By Jason C. Hill

The thunder of cannons sounds in the dark, and sporadic flashes of fire and smoke dance across the night sky as the army of the dead lays siege to the land of the living! It has been 50 years since the Alamo fell, and Santa Ana's legions marched to war. One legion dispatched to the north to investigate tales of a magical black rock never returned...until now. Back for revenge, the Lost Army marches once more, a corrupt echo of conquest and glory still driving their animated husks to war!

Game Contents

- 1 Full-Color 12 page Adventure Book
- 12 Plastic Lost Army Enemies (30mm Bases)
- 1 Unique Objective Room Map Tile
- 1 Double-Sided Enemy Record Sheet
- 1 Enemy Theme Adventure Card
- 3 Reference Cards
- 5 Darkness Cards
- 5 Mine Artifact Cards
- 4 Gear Cards
- 12 Lost Army Mine Encounter Cards
- 8 Threat/Epic Threat Cards
- 5 Card Lost Army Trait Deck
- 1 Mine Map Card
- 1 Jargono Map Card
- An assortment of Die-cut Counters

Overview

This Mission Pack Expansion introduces a new Enemy Type - *The Lost Army!* Several new Missions are included, focusing on this legion of undead soldiers, as well as a host of new cards and counters themed for battling the overwhelming numbers and powerful weaponry in this army of the dead!

New Objective Room Map Tile

This Mission Pack Expansion includes a new Unique Room for the Mines, that is themed as a *Lost Army War Room* Objective Room. There is a new Map card for this Map Tile that can be mixed into your Mine Map Deck. On the reverse side, there is an *Expedition Encampment* Map Tile, with a Map card that can be mixed into your Jargono Map Deck for use while exploring the murky *Swamps of Jargono* OtherWorld.

New Cards

This set includes new cards for several existing decks (Gear, Mine Artifacts, Darkness, etc.), as well as a new deck of Enemy Traits for the *Lost Army*, and an Adventure Card for playing Lost Army Themed Adventures.

New Missions

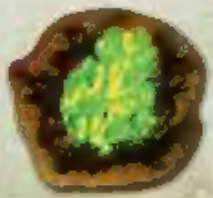
There are 4 new Missions in this Mission Pack Expansion, each themed around different aspects of the new Enemies.

New Enemies

As the focus of this Mission Pack, this set includes 12 *Lost Army* - Gruesome, undead soldiers from a lost legion of Santa Ana's Mexican army that besieged the Alamo, half a century before Brimstone blew! These Enemies are mounted on 30mm bases.

Shootout Markers

These markers are used for Ranged Attack targeting by Enemies that have the **Shootout** Standardized Ability, such as the *Lost Army*.



Soul Fire Markers

These markers represent the burning, supernatural bonfires that the Lost Army uses to consume the souls of their victims. They are used as objectives in some Missions.

Cannons

These large Cannon markers are used as objectives in some Missions.

Story Character Marker

This marker can be used for certain Missions when a Story Character is traveling with the Heroes or is being searched for.

Generalisimo and Banner

A terrifying commander of the Lost Army, the **Generalisimo** ruthlessly leads his undead soldiers to war. This marker can be used to mark one of the *Lost Army* Enemies as a **Generalisimo**, or can be used as an additional Enemy in its own right, in place of a model.

Similarly, a marker has been included to represent the **Lost Army Banner Bearer**.

ENEMY THEMED ADVENTURES

One of the main features of this Mission Pack Expansion is to allow your Heroes to have Adventures themed around this new Enemy Type.

Adventure Card

An Enemy Theme Adventure Card is included in this set, detailing the rules for making any Mission into a *Lost Army* Themed Adventure. This card has a **Lost Army Theme Icon** on it. As noted on the card, you may use this Adventure Card with any existing Mission, but there is a limit of 1 Enemy Theme Adventure Card in use at a time (if you have other Mission Pack Expansions, etc).

Some Missions always use this Adventure Card (as listed in the Special Rules for the Mission).

Enemy Themed Encounters

This Mission Pack also includes a set of Mine Encounter cards that have the **Lost Army Theme Icon** on them. This is a special set of 12 themed Encounters that can be mixed into your normal Mine Encounter Deck, or are pulled out to form a special *Lost Army* Encounter Deck when playing a **Lost Army Enemy Theme Adventure** (using the Adventure Card).

As listed on the Adventure Card, whenever you draw one or more Encounters (even in an OtherWorld), roll a D6. On the roll of 1, 2, or 3, also draw 1 Lost Army Encounter.

Common Enemies

Another aspect of the Enemy Theme Adventure Card is having the Heroes face off against the themed Enemy Type more frequently.

As noted on the Adventure Card, any time you would draw a Threat Card (even in an OtherWorld), roll a D6. On the roll of 1, 2, or 3, the Heroes must face a group of the Themed Enemies instead (as listed on the Adventure Card).

Note that if this Adventure Card is added to a Mission that already has *Common Enemies* as a Special Rule, always roll for the Enemy Theme first. After rolling, if you would still draw a normal Threat Card, then roll for the Mission specific Common Enemies.

Trait Cards

Trait cards are used to give a particular Enemy Type more diversity, and often a bit more danger, each time you encounter them. These are used as part of the Enemy Theme Adventure Card, but may also be used in normal play with this new Enemy Type, if you want more variety.

This Mission Pack contains a set of Trait cards for *Lost Army* Enemies. As noted on the Adventure Card, any time you would encounter one of these Enemy Groups, roll a D6. On the roll of 1, 2, or 3, draw one Random Trait card from that Enemy Type's set and apply it to them.

Each Trait card lists the bonuses granted to the Enemy Group, as well as any bonus XP the Heroes get for defeating/damaging that Enemy (this works just like bonus XP for Elite Enemies).

An Enemy Group may only have 1 Trait Card in play on them at a time.

USING THIS MISSION PACK

The new Enemies and Missions in this expansion are heavily themed for the *Lost Army*, and can be great for adding some fun new narrative and a little extra challenge to your games.

Advanced Difficulty

The new Enemies and Missions are also intended to be a bit more advanced, and with a slightly higher difficulty, than the *Shadows of Brimstone* Core Sets. For this reason, any starting Hero (one that has never gone on an Adventure) that takes part in a Mission from this Mission Pack, or a Mission using the Enemy Theme Adventure Card, is allowed to choose up to 3 starting **Side Bag Tokens** (generally from *Bandages*, *Whiskey*, or *Dynamite*) instead of only 1. However, they may not take more than 2 of any particular type.

Linked Missions

The Missions included in this Mission Pack may be added individually to your Heroes continuing Adventures, or may be played through in order, as a themed narrative of linked Adventures.

THE LOST ARMY

The Undead soldiers of the Lost Army remain very regimental in their methods of warfare. Marching in *Formation*, they form a *Battle Line* to unload volley after volley with their accursed *Hell Muskets*!

Hell Musket Volley

One of the most dangerous aspects of the *Lost Army* is that they work together as a well trained, military fighting force. When they fire their ***Hell Musket Volley*** as a Ranged Attack, they fire in unison, granting extra bonus Shots for every other *Lost Army* Soldier that can see the target (as noted on the Enemy Record Sheet). This can create a withering hail of gunfire, especially when they appear in a massed formation!

Generalisimo

The Lost Army *Generalisimo* is a ruthless and cunning leader that commands his undead soldiers with a rotting fist! Sabre held aloft, his raspy cackle can be heard giving the order to fire, before each volley of black powder hate!

A *Generalisimo* is usually found as part of an Epic Threat card, or for certain Missions. A marker is provided that can be placed next to one of the normal *Lost Army* Enemies to show that he is a *Generalisimo*. For increased difficulty, you may use the *Generalisimo* marker on its own, as an extra 'model', in addition to the Enemy Group, rather than replacing one of its normal members.

Enemy leaders that are part of an Enemy Group like this, are always placed first when placing the Enemy Group.

The *Generalisimo* is a normal *Lost Army* Enemy, with the following extras:

- Has Double the base **Health** and **Combat**
- **Tough** (Immune to Critical Hits)
- **Leadership** (While the *Generalisimo* is on the board, all **Lost Army** models are **+1 Damage** on all of their Attacks).
- XP changes to XP = 15+5 each

Lost Army Banner

The Banner Bearer carries high the regimental flag of the Lost Army legion. Burned and tattered, the banner still waves, whipping the soldiers that march beneath it into a supernatural fury!

The *Lost Army Banner* is usually found as part of a **Lost Army Enemy Trait** Card, or as part of an Epic Threat. A marker is provided that can be placed next to one of the normal *Lost Army* Enemies to show that he has the *Lost Army Banner*. For increased difficulty, you may use the *Lost Army Banner* marker on its own, as an extra 'model', in addition to the Enemy Group, rather than replacing one of its normal members.

Just like the *Generalisimo*, the *Lost Army Banner* is a normal *Lost Army* Enemy, with the following extras:

- Has Double the base **Health** and **Combat**
- **Tough** (Immune to Critical Hits)
- **Banner of the Legion** - All **Lost Army** models are **+1 Combat**, and are **Armor 4+** while in Formation (or 3+ instead, if already Armor 4+).
- XP changes to XP = 15+5 each

Formation

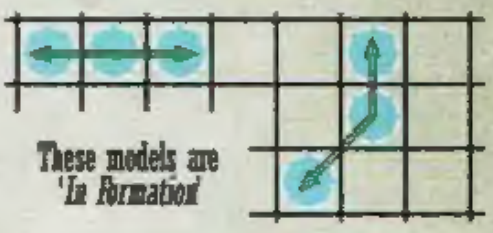
The Lost Army are organized and regimental in their deployment. To represent this, they have the **Standard Ability** Formation. Fighting as a ranked group allows them to work together as a team, staying close, so as to support one another.

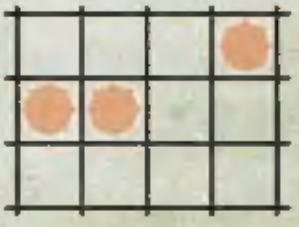
Set Up Placement

Enemies with **Formation** are always set up placed in every space, rather than skipping over spaces to form the normal checkerboard pattern (even when Ambushing using **Shootout** Rules). In this way, they form a large block of Enemies rather than a scattered group when initially placed on the board.

Staying 'In Formation'

Models are considered to be 'In Formation' while they are part of an unbroken chain of at least 3 adjacent models from their Enemy Group.





Moving

Models with **Formation** will move and target as normal, but will always try to end their move adjacent to as many other models from their Enemy Group as possible, if there is an option to do so. This means that if currently out of **Formation**, a model will always move to get back into **Formation**, even if they do not need to move to be in Line of Sight or Range to their **Shootout** target.

Shootout

Lost Army soldiers prefer an organized approach to warfare, staying in formation and unloading deadly, massed fire with their *Hell Muskets*. Because their main focus is making Ranged Attacks, they will generally attempt to stay back, away from the Heroes, and attack them from a distance. To represent this, some Enemies have the **Standard Ability** Shootout. The rules for Shootout are summarized on the Shootout Reference card, but are also covered here in greater detail.

Ambushing

When a group of Enemies with the Shootout Standard Ability needs to be placed in Ambush, they are not placed adjacent to the Heroes like other Enemies. Instead, select a Random Hero and place all of the Shootout Enemies from that group on the selected Hero's Map Tile, as far from any Heroes as possible. This usually allows them to sneak in from a side passage or get placed at the end of a hall or room, maybe even behind the Heroes. If there are not enough empty spaces on that Map Tile, any remaining Enemies are placed as far from the Heroes as possible on any Map Tiles adjacent to the selected Hero.

Retreat

When an Enemy with Shootout starts its Activation adjacent to one or more Heroes, it will usually try to move away. Roll a D6 for the Enemy model. On the roll of 4, 5, or 6, the Enemy immediately makes a Free Move along the shortest distance to no longer be adjacent to any Heroes. This Free Move is outside of the Enemy's normal Move and does not count against its Movement allowance for the turn.

Melee Attacks

Any Shootout Enemy that failed to Retreat (or was stuck adjacent to a Hero, and could not move away), will make a normal Combat Attack against a Random adjacent Hero this turn, instead of their Ranged Attack.

Shootout Markers

Shootout markers are used to denote which Heroes have been targeted, and by how many Enemy Ranged Attacks. They are a simple way to keep track of which Heroes have already been targeted, and by how many of the Enemies.

Targeting

After any Retreat moves, the Shootout Enemies that are not adjacent to a Hero, will each find a Target for their Ranged Attacks. Step through the Shootout Enemies, one by one, completing the following procedure for each of them.

Select a Random Hero that does not have a Shootout marker on him yet (or that has the fewest Shootout markers if all Heroes already have one) and move the shortest distance to get within Range and Line Of Sight to that Target. **The Enemy may not end its Move adjacent to any Heroes.** The Enemy MAY move through other Enemies from its group during this movement, as they make way for one another.

At the end of this Move, if the selected Target is within Range and Line Of Sight, place a Shootout marker on that Target. If not, select a new Random Hero that is currently within Range and Line Of Sight to the Enemy (prioritizing those with the fewest Shootout markers) and place a Shootout marker on him instead.

Then proceed to the next Enemy in the group.

Making Ranged Attacks

Once all of the Enemy Group has moved and placed their Shootout markers, roll Ranged Attacks from the Enemies against each Hero equal to the number of Shootout markers on that Hero. Then, remove all of the Shootout markers.

OBJECTIVE MAP TILE

The Objective Room Map Tile included in this set is themed for these Mission Pack Enemies. It includes a Map Card for the Mines that may be added into the Mine Map Deck so that this Room may be found in any Mission.

Swamps of Jargono OtherWorld Map Tile

The back side of the Objective Room is a *Swamps of Jargono* OtherWorld Map Tile - *Expedition Encampment*. There is a Jargono Map Card for this Room that can be added to your *Swamps of Jargono* Map Deck.

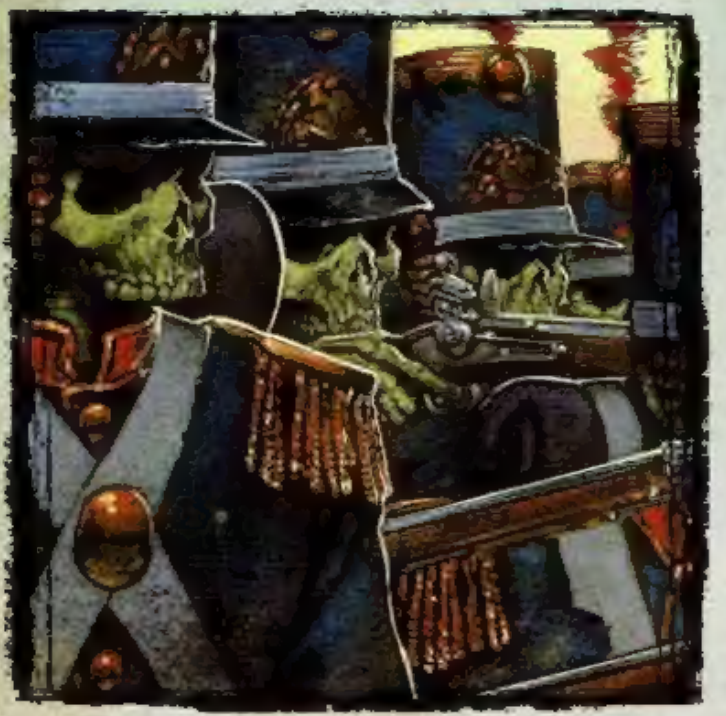
NEW MISSIONS

The *Lost Army* Mission Pack Expansion has 4 new Missions to challenge your Heroes. These can be played in order as a narrative, or simply mixed in to your new or current campaign.

D8 Roll	Lost Army Missions
1-2	Supply Chain
3-4	Under Siege
5-6	Burning Souls
7-8	Revenge of the Lost Army

Lost Army Mission 1

SUPPLY CHAIN



"I've seen 'em! I've seen where they're comin' from! In one of the old mines, up in the hills" The old prospector explains, huffing to catch his breath from running back to town. "Jimmy and I were scoutin' some new prospects and we saw 'em... hordes of undead soldiers, carrying supplies in and out of the mine. They were buzzing around it like a hornet's nest! We knew we had to tell someone." Dropping his gaze to the floor, a sad look crosses his wrinkled, old face. "Jimmy didn't make it. They spotted him and gunned him down. I was lucky to get away." Handing you a sack of explosives, the old prospector steels his cold eyes. "Take these... they were Jimmy's. Blow them damn soldiers back to hell, where they belong!"

Set Up

This Mission uses the standard set up and all Heroes start on the *Mine Entrance* Map Tile as normal.

Remove the *Lost Army War Room* Map Card from the Mine Map Deck.

Mission Goal

The Heroes must search the mines for the *Lost Army War Room* to plant their explosives and blow up their supply chain, then escape the Mine before the charges go off!

Special Rules

Enemy Theme - Lost Army Adventure

This Mission always uses the Enemy Theme Adventure Card for a *Lost Army Adventure*.

No Gates

For this Adventure, all Gates count as normal Doors.

Immediate Dread

For this Mission, *Growing Dread* cards are revealed immediately when drawn rather than being placed on the stack.

Fast Darkness

Whenever the Darkness moves forward on the Depth Track because the *Hold Back the Darkness* roll was failed, it moves one extra space.

Objectives

Finding the Lost Army War Room

When the Hero Posse Marker reaches the space marked **11** on the Depth Track, the Heroes have found the Door leading to the Objective Room! If the Map Tile is a Passage, one Random exit from that Passage leads to the Objective Room (place an End Cap on any other exits). If it is a Room Map Tile, resolve the Exploration Token, but Ignore any Door/Gate Icons, as there is only one exit from this Map Tile, leading to the Objective Room (roll for Door position as normal).

Once any Encounters/Attacks have been resolved here, attach the *Lost Army War Room* Map Tile to the final Door as the Objective Room.

War Room Guards

The Objective Room has one Exit, but does not have an Exploration Token on it. Instead, at the end of the first turn in which one or more Heroes is on the *Lost Army War Room* Map Tile, the Heroes must face **Common Enemies: Lost Army** (as found on the Adventure Card). For this Fight, only use half the number of *Lost Army* Enemies shown (rounding up), but they automatically have a *Lost Army Trait* card and gain 1 free Elite ability, as they are the War Room Guards.

Planting the Explosives and Getting Out

Once the Objective Room Fight is complete, the Heroes automatically plant the explosives that they brought and must race to get out of the Mine before it blows, destroying the Lost Army's Supply Chain. The way back to the Entrance is considered to be blocked as fighting the War Room Guards has raised the alarm! The Heroes can only get away by pushing through the open Exit from the Objective Room.

The Heroes must press on and find 1 Clue Icon, past the Objective Room, to find a way out of the Mine.

At the end of any turn in which the Heroes have found a Clue Icon (found after planting the Explosives), and there are no Enemies on the board, the Heroes have escaped and successfully completed the Mission!

Reward

Each Hero gains **D6x$50** and may choose 2 of the following Side Bag Tokens to take (stolen from the Lost Army supply chain) - *Bandages*, *Whiskey*, *Dynamite*, *Tonic*, or *Flash*.

Failure

If the Mission is failed, the Lost Army extend their battle lines, sieging all of the Towns in the area! Each Hero takes 3 **Corruption Hits** and the next time the Heroes visit Town, D3 Buildings have been Destroyed.

Lost Army Mission 2

UNDER SIEGE

Fleeing from the Lost Army hordes, you have taken refuge in a military fort overlooking the valley. But, this is no sanctuary. Sealing the gates, the defenders of the fort are unprepared for a full scale siege! As the massive cannons of the Lost Army begin thundering down on the walls and towers, you quickly realize that your only chance for survival is to escape through the tunnels, deeper into the mountains!

Set Up

This Mission uses the standard set up and all Heroes start on the *Mine Entrance* Map Tile as normal.

For this Mission, the Darkness marker starts on the space marked 6 on the Depth Track, and moves differently than normal (see the *Siege* Special Rule below).

Mission Goal

The Heroes must fight their way through the tunnels to reach the other side and escape the Lost Army siege.

Special Rules

Enemy Theme - Lost Army Adventure

This Mission always uses the Enemy Theme Adventure Card for a *Lost Army Adventure*.

Immediate Dread

For this Mission, *Growing Dread* cards are revealed immediately when drawn rather than being placed on the stack.

Siege

The Darkness marker on the Depth Track represents the Lost Army bombardment blasting away at the fort that the Heroes are escaping from.

For this Mission, the number needed for the *Hold Back the Darkness* roll each turn is based on the Stage of the Depth Track that the Darkness marker is currently in (rather than the Hero Posse marker).

Whenever the *Hold Back the Darkness* roll is failed, the Darkness moves 2 spaces forward on the track. Whenever the *Hold Back the Darkness* roll is successfully made, the Darkness marker moves back 1 space on the track. **Blood Spatter** and **Growing Dread** spaces are ONLY triggered when the Darkness moves forward onto them, not back (but the same space may be triggered multiple times, as the Darkness marker moves forward and back over it during the game). Depth Events (doubles on the roll) do NOT move the Darkness marker in either direction.

Also, for this Mission, the **Blood Spatter** and **Growing Dread** spaces on the track have a different effect than normal:

Blood Spatter Spaces -

When the Darkness reaches a **Blood Spatter** space on the track, every Hero immediately takes **2 Hits** that do **2 Damage each**, as the cannon bombardment collapses part of the tunnels around you!

Growing Dread Spaces -

When the Darkness reaches a **Growing Dread** space on the track, roll a D6. On the roll of 1, 2, or 3, draw a Darkness card. On the roll of 4, 5, or 6, each Hero takes **Hits** and **Horror Hits** equal to the number rolled.

Objectives

Depth Track - Clearing the Way

For this Mission, the Hero Posse marker works a bit differently than normal on the Depth Track. Instead of marking how deep into the mine the Heroes have traveled, it marks how many Enemies still stand in the way of the Heroes escaping.

The Hero Posse marker is NOT moved when placing a new Map Tile.

Instead, for every 3 Enemies the Heroes kill, move the Hero Posse marker 1 space forward on the Depth Track. For each *Large* or bigger Enemy the Heroes kill, instead move the Hero Posse marker 2 spaces forward.

Finding a Shortcut

Whenever the Heroes find a Clue Icon, they have discovered a shortcut around some of the Enemies in their way. Immediately move the Hero Posse marker 1D6 spaces forward on the Depth Track.

Breaking the Siege

At the end of any turn in which the Hero Posse marker has reached the Darkness Start space and there are no Enemies on the board, the Heroes have escaped the other side of the tunnel and broken the siege, successfully completing the Mission.

Reward

Each Hero gains **50 XP** and may roll a D6. On the roll of 4, 5, or 6, also gain **1 Health**.

Failure

Caught in the collapsing tunnels, your Hero is crushed. Pulled from the rubble days later, you lose **1 Health** permanently.

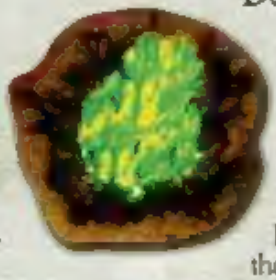
Lost Army Mission 3

BURNING SOULS

Flickering green fire light can be seen, emanating from several of the old mines up in the hills. The Lost Army have been building raging, supernatural bonfires... 'Soul Fires' to consume the victims of their unquenchable hate as they pillage and plunder the land they feel was stolen from them!

The more souls they add to the flames, the stronger the Lost Army becomes. If they aren't dealt with now, they may soon become unstoppable!

Set Up



This Mission starts with the *Mine Entrance* Map Tile leading directly to a *Cross Passage* Map Tile with 3 open Exits (if playing the *Undead Inferno* Mission Length, also connect a *Mid Passage* leading to a *T-Junction Passage* to the center Exit of the *Cross Passage*, giving 4 open Exits). The Heroes start on the *Entrance* Map Tile as normal.

Remove a *Cross Passage* Map Card from the **Mine Map Deck** (as well as a *Mid Passage* and *T-Junction Passage* card if playing the *Undead Inferno* Mission Length). Note that the Hero Posse marker is not moved forward on the Depth Track for these extra Map Tiles.

Mission Goal

The Heroes are searching for the magical *Soul Fires* that the Lost Army are feeding their victims into to fuel their supernatural power... and their hate!

There are three variations for this Mission and the Heroes must choose before the Mission begins which Mission Length they want to embark on.

Mission Length	Objective
Minor Threat	2 Soul Fires
Major Threat	3 Soul Fires
Undead Inferno	4 Soul Fires

Special Rules

Enemy Theme - Lost Army Adventure

This Mission always uses the Enemy Theme Adventure Card for a *Lost Army Adventure*.

Fueling the Fires

Whenever the *Hold Back the Darkness* roll is failed, immediately roll a D6 for each **Soul Fire** that has not yet been Destroyed (Grit may not be used)! For each roll of 1, move the Darkness 1 extra space forward on the Depth Track.

Objective Dread

For this Mission, any *Growing Dread* cards currently in the stack are resolved and then discarded when each of the 'Dread Objectives' below are discovered.

Objectives

Finding a Soul Fire (Dread Objectives)

Each time the Heroes find a Clue Icon, they have discovered one of the **Soul Fires** as a *Dread Objective*. Ignore any Doors listed on the Exploration Token, as this Room has no Exits.

Place a **Soul Fire** marker in the center most space of the Room (if more than one space would work, Heroes choose).

Encounters and Attacks on the Exploration Token are resolved as normal.

Destroying a Soul Fire

A **Soul Fire** marker blocks movement, but not Line of Sight.

Any Hero adjacent to a **Soul Fire** may give up their Attack for the turn (even when not in a Fight) to **choose** any one of their Skills (Lore, Cunning, etc.) and make a **Skill 6+** test to work on Destroying the **Soul Fire** (it can be fun to announce how your Hero is using their chosen skill to put out the **Soul Fire**). For each 6+ rolled, place a marker by the **Soul Fire** and gain **10 XP**. To Destroy a **Soul Fire**, the Heroes must collectively place a number of these markers on it equal to:

The Hero Posse Level +2 per Hero

Once a **Soul Fire** has enough markers on it, it has been Destroyed and is removed from the board.

When the Heroes have found and Destroyed all of the **Soul Fires**, (and there are no Enemies on the board) the Mission is successfully completed.

Reward

The Reward gained is based on the Mission Length chosen before the Mission began. Each Hero gains **25 XP** and **1 Loot card** for each **Soul Fire** in the Mission (shuffle the Loot deck between each Hero's draw). Also, if the *Undead Inferno* Mission Length was played, every Hero gains **1 Health** and **1 Sanity** for freeing so many tortured souls.

Failure

If the Mission is failed, each Hero must roll once on the **Madness** Table (in addition to any roll for being KO'd). Also, if the *Undead Inferno* Mission Length was played, a small portion of each Hero's soul has been sucked out and trapped forever in the burning Soul Fires of the Lost Army's hatred! All Heroes have their **Corruption Resistance** reduced by 1, permanently (may hold 1 less Corruption before gaining a Mutation).

Lost Army Mission 4

REVENGE OF THE LOST ARMY

Tearing their way across the countryside, the Lost Army is an unstoppable force of death and destruction, building fortifications into the mountains and bombarding the local Towns into dust with their heavy Siege Cannons! The last of the US Cavalry in the area rode in to try and flush them out... but were decimated under a withering hail of fire!

Perhaps, though, there is still hope. It's possible a small group could accomplish what a massed cavalry charge could not. If you can sneak in one of the side entrances to their fortifications, you may be able to fight your way to the cannons and take out the commander in charge of the gun battery. If you don't, they'll lay waste to every town in the region before their supernatural hatred is sated!

Set Up

This Mission uses the standard set up and all Heroes start on the *Mine Entrance* Map Tile as normal.

At the start of the game, discard cards from the top of the Mine Map Deck until you find a card for a Room Map Tile (not a Passage) that has at least 2 Exits (besides the Entrance). Place this Map Tile to one side as the Objective Room (not connected yet to the board). Place an End Cap on each Exit of the Room (not including the Entrance), and then place a Cannon marker on 2 Random Exits of the Room, facing out of the End Caps - these are the heavy guns firing from a fortified position in the hills. Also, place the Lost Army Generalisimo Token at the center of this Map Tile to show he is in the area.

Mission Goal

The Lost Army are using their heavy siege cannons to bombard a nearby Town, demolishing its buildings and blowing up the townspeople. The Heroes must search the Mine and find 2 Clues to discover the location of the siege cannons and take out the Generalisimo that commands them, stopping the bombardment.

Special Rules

Enemy Theme - Lost Army Adventure

This Mission always uses the Enemy Theme Adventure Card for a *Lost Army Adventure*.

No Gates

For this Adventure, all Gates count as normal Doors.

Siege Cannons

For this Adventure, the Hero Posse marker on the Depth Track works differently than normal. Instead of tracking how deep into the Mines the Heroes have traveled, it tracks the Health of the nearby Town that is under bombardment.

Do NOT move the Posse marker when placing a new Map Tile. Instead, at the end of each turn, roll 2 dice (one for each of the 2 Siege Cannons in the Objective Room). For each roll of 5, move the Hero Posse marker 1 space forward. For each roll of 6+, move it 2 spaces forward (as the Town is being destroyed).

If the Hero Posse marker ever reaches the *Darkness Start* space on the Depth Track, the Town is destroyed and the Mission is failed.

Objectives

Finding the Second Clue

When the Heroes find the second **Clue Icon**, they have found the Door leading to the Objective Room! Resolve the Exploration Token, but Ignore any Door/Gate Icons, as there is only one exit from this Map Tile, leading to the Objective Room (roll for Door position as normal).

Once any Encounters/Attacks have been resolved here, attach the Objective Room Map Tile (with the cannons and *Generalisimo* Token) to the board, connected to the final Door. Do not place an Exploration Token on this Map Tile.

The Final Fight

At the end of the first turn in which one or more Heroes is on the Objective Room Map Tile, resolve all **Growing Dread** cards in the stack and then the Heroes must face an **Epic Threat**, selected from only those that include the *Lost Army Generalisimo*.

Note that the cannon markers do not block movement or Line of Sight in any way, and the *Generalisimo* should be placed with the other Enemies at the start of the Fight as normal, even though his Token was already on the Map Tile.

Once all Enemies have been defeated, the Heroes automatically destroy the siege cannons, silencing the guns and successfully completing their Mission!

Reward

Every Hero gains **25 XP** and **D6x$100** as payment for saving the Town!

Failure

If the Mission is failed, the nearby Town is Destroyed! The Heroes may not visit Town after this Adventure, but must instead proceed directly on to their next Adventure. Also, each Hero starts the next Adventure with no Grit.

FAQ AND CLARIFICATIONS

Q) If an Explosive like Dynamite is thrown at a group of Lost Army that are In Formation (giving them an Armor bonus), does the Armor bonus go away immediately as soon as the remaining models are no longer 'In Formation' (say half way through resolving the Damage from the Explosive, as it kills enough to thin their ranks)?

A) No. The Armor bonus for being 'In Formation' is only calculated at the start of the Attack, not re-adjusted in the middle.

Q) The *Pounding of the Guns* Mine Encounter says that it triggers the Number 4 result on the Depth Event Chart. Does this change depending on what World it is drawn in?

A) Yes. Remember that with the Enemy Theme Adventure Card, it is possible for these Lost Army Themed Encounters to be found even in OtherWorlds.

Q) With the *Spectres Out of Time* Mine Encounter, do the attacking *Lost Army* still get a Trait if there are 5 or 6 Heroes in the Posse?

A) Yes.

Q) The *Pillagers* Lost Army Trait says that if within its move distance, a *Lost Army* Enemy will always move to attack with Melee instead of firing its *Hell Musket Volley*. Will it break Formation to move into Melee range?

A) Yes. Lost Army Models that are *Pillagers* will prioritize moving to attack with Melee over being in Formation, though if they can, they will attempt to do both.

Q) With the *Sappers* Lost Army Trait, if an Explosive lands in a space that is adjacent to several *Lost Army* models, do they get one attempt to throw it back, or does each applicable *Lost Army* model get its chance to throw it back?

A) Each *Lost Army* model that is in the same or adjacent space to the Explosive (after it finishes any Bouncing) gets a chance to throw it back. Perhaps best to hold onto those Explosives for later.

CREDITS

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ENEMY OVERVIEW

The Lost Army

When the Lost Army first went missing in the late 1830s, they were formerly declared dead after being gone for a year with no trace or communication. It was assumed that they had met their end at the hands of the Texas army, or been ambushed by an angry Indian tribe in the hills.

After the Dark Stone explosion at Brimstone, more than fifty years later, rumors began spreading of a massive army of the dead, marching across the deserts and laying siege to towns and forts across the frontier. But these were no ordinary soldiers, they were Santa Ana's missing legion... the Lost Army! Returned from the dead by the supernatural power of the Void! No one knows for sure where they have been for the past half century, but what is certain is that they are back, with a burning hatred for the living!

SHADOWS OF BRIMSTONE™

This painting guide shows how to easily paint your Lost Army models using only Warpaints from the *Heroes of the Old West* and *Creatures of the Void* Paint Sets. These Shadows of Brimstone paint sets are sold separately and available now at your local game store or online at the Official Flying Frog Web Store.

PAINTING GUIDE

LOST ARMY

1) Prime the models with matte white spray paint (use any matte -NOT Gloss- white spray paint which can be purchased inexpensively from a hardware store).
2) Paint belt, satchel, boots, hat visor, and base with *Shadow Black*.
3) Paint rifle and backpack with *Leather Brown*.
4) Paint coat with *Portal Blue*.
5) Paint cuffs and hat plume with *Saloon Red*.
6) Paint hat trim, shoulder epaulettes, buttons, and belt buckle with *Desert Yellow*.
7) Paint skin and skull areas with a mix of *Desert Yellow* and *Serpent Skin*.
8) Paint bedroll with a mix of *Leather Brown* and *Tentacle Blue*.
9) Paint metal parts of the rifle with *Pistol Metal*.
10) Wash entire model with *Soft Tone Ink*.
11) Highlight cuffs and hat plume with *Saloon Red*.
12) Highlight jacket with a mix of *Portal Blue* and *Spirit White*.
13) Highlight skin and skull with a mix of *Serpent Skin* and *Fang Bone*.
14) Highlight pants with a mix of *Spirit White* and *Fang Bone*.
15) Highlight hat trim, shoulder epaulettes, buttons, and belt buckle with a mix of *Desert Yellow* and *Cynder Yellow*.